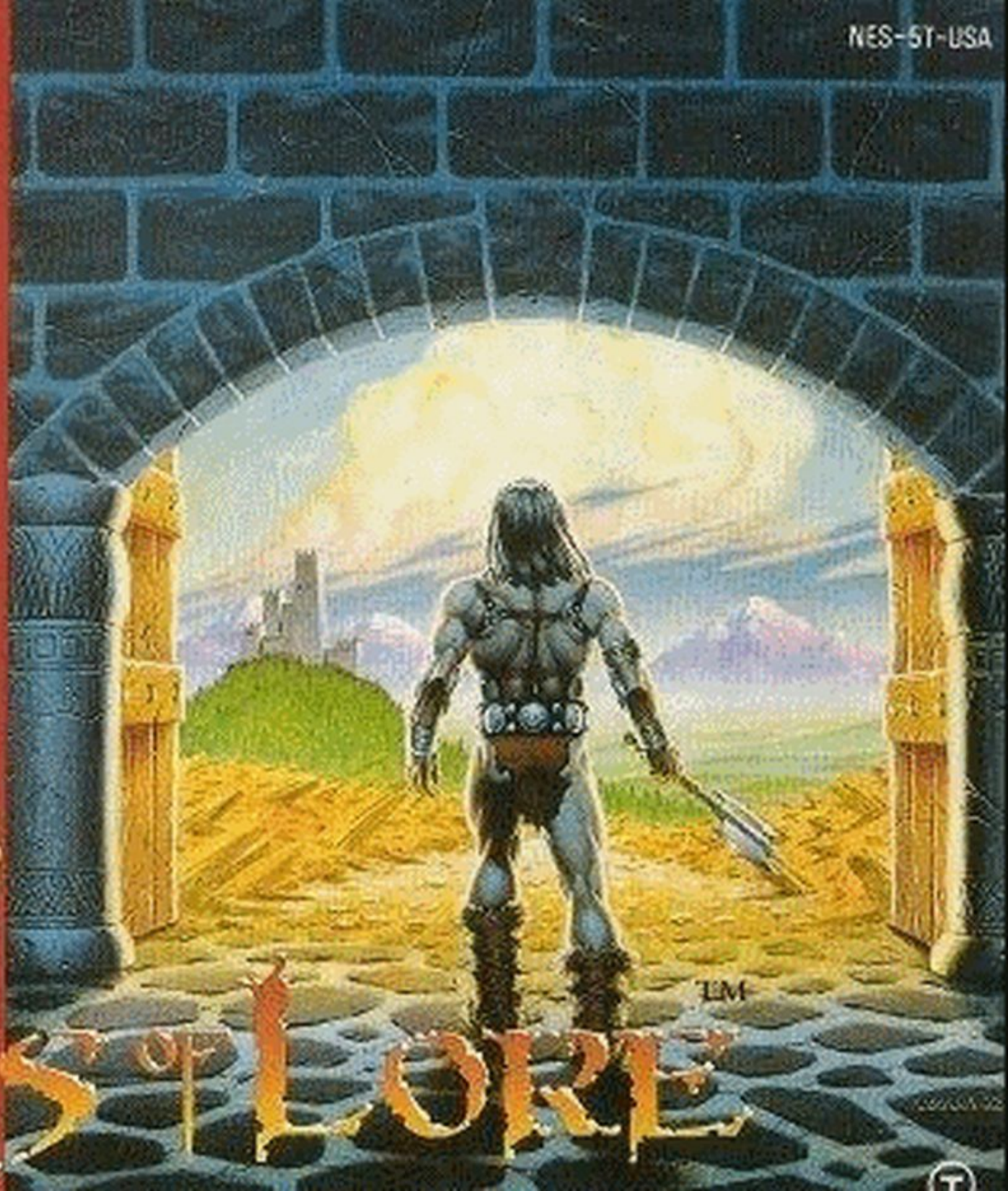
TOHO CO., LTD.

NES-5T-USA

From the Creators of Ultima

LIVES OF LORE



TIMES OF LORE™

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Precautions

1. This is a high precision game. It should not be played or stored in places that are very hot or cold. Never hit it or drop it.
2. Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzene, paint thinner, alcohol or other such solvents.

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TIMES OF LORE™

Instruction Manual

YOUR ADVENTURE BEGINS...

It was twenty years ago that High King Valwyn, tired by the Ten Years' War, left for a visit to the Elden homeland across the sea. To govern and protect his kingdom, Valwyn appointed Dariel, another Elden Lord, as his steward. The High King promised to return to Albareth in twenty years; this time has passed, yet he has not appeared.

Yet there was never a time that the kingdom needed its High King more. Lord Dariel struggles to maintain order, but many of the other great lords refuse to submit to his rule. Instead of the cooperation of generations past, the nobility of Eralan has fallen into greed, self-service, and distrust. Lords keep to their own castles, and pay little heed to the calls of their neighbors. In this time of chaos, many of Albareth's more ambitious nobles have decided to expand their own holdings—petty wars between neighbors have become common, and neither mercenaries nor assassins have had difficulty finding employment.

The disunity among the nobility has left the kingdom vulnerable to incursions by bandits, monsters, and barbarians. Without the aid of the lords of the interior, the border barons have been unable to protect the kingdom's frontiers. Barbarian raiding parties are common in the south, and monsters stream into the land from over the mountains to the north and east. Many peasants, once honest farmers, have been forced off their farms by these invaders, and have themselves become rogues and bandits.

These days, safety may be found only within the walls of Albareth's few cities and castles. The family farm and the isolated hamlet are all but furgotten, as those peasants still surviving flock to the cities. Albareth's countryside is now dominated by monsters and bandits. Travel inland is very dangerous, and is rarely attempted by honest folk. Trade does continue between Albareth's cities by sea and by river, but all contact with the Elden homeland across the sea has been lost.

Only a few hardy souls continue to make their lives away from the protection of the towns. Your parents, an honest woodsman and his wife, were two such folk. Yet they wanted a better—and safer—life for you, so they sent you to live with a widowed uncle in Eralan, the capital

of Albareth. There, you would study in the finest libraries in the land, and meet folk from all corners of the world.

You have studied hard, taking advantage of the opportunity afforded you by your parents and uncle. Yet you have also found time to visit Eralan's pubs and gathering places, where you have heard the tales of travellers from around the world.

Yet in recent months, the rumors around Eralan have grown even darker. Of course, the High King has not returned, as he promised he would. Some say that the wizards, long the benevolent magical guardians of the kingdom, have forsaken Albareth completely—certainly, the Archmage Irial has not been seen for years. A cult of witchdoctors is said to have arisen to take the place of the wizards, though many distrust their motives. And travellers from the south claim that the barbarians are massing for a concerted attack against the kingdom, re-opening the war the High King Valwyn strived so hard to end.

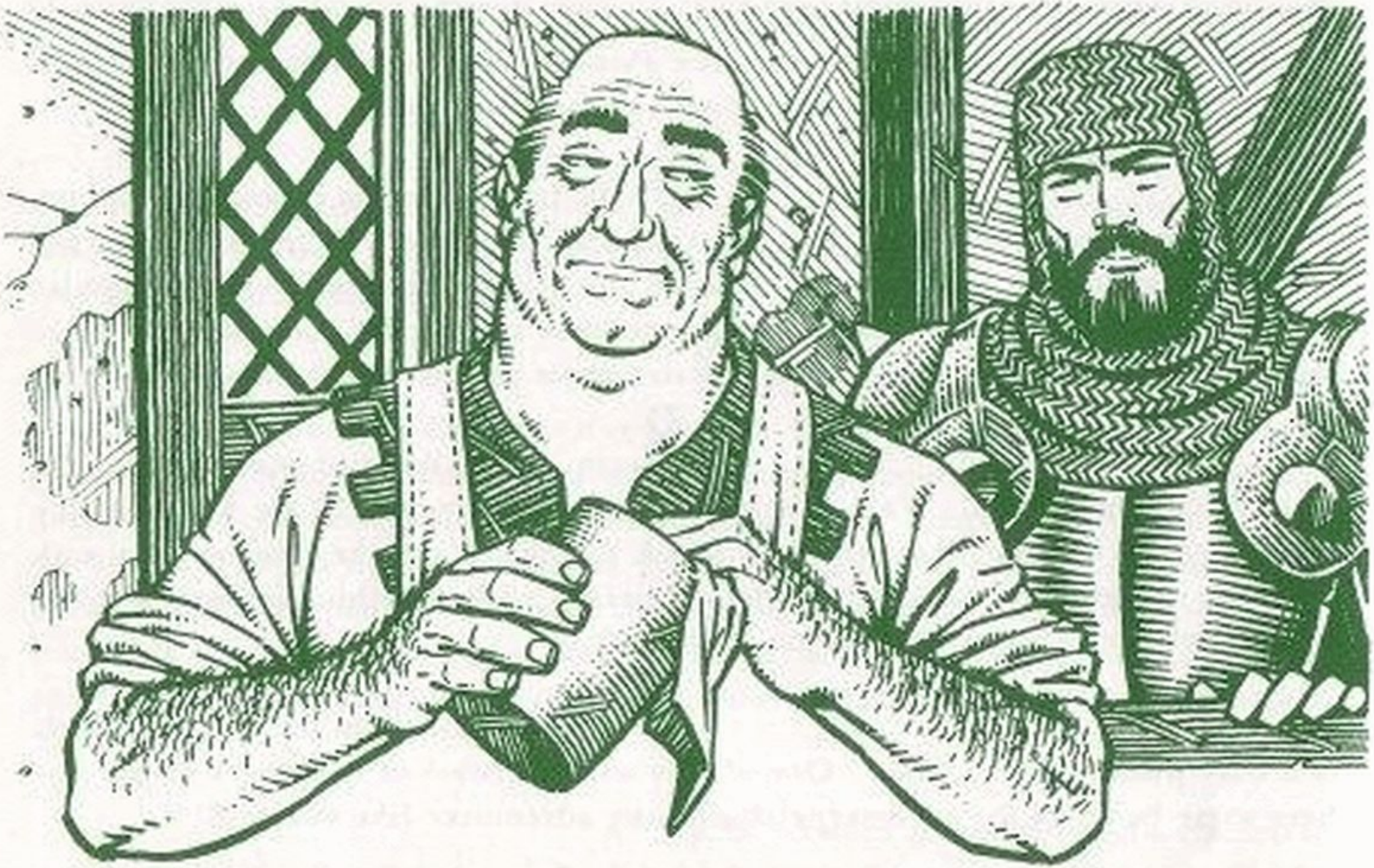
The Steward has summoned a council to gather the remaining Powers of the Kingdom—the Foretelling Stones, the Tablet of Truth, the Ring of the Archmage—in hopes that together, they might summon

the High King and the Great Medallion. Yet the Powers and their Keepers have been slow to arrive. Some say that the Powers have been lost, and that their Keepers will pay well any adventurer who can recover them.

Sadly, your uncle has recently passed on. With his passing, you realize that the time has come for you to prove yourself through adventurous employment. You set out for the Frothing Slosh, a popular meeting place where adventurers are sometimes recruited. As your adventure begins, you will find yourself in an upstairs room in this well-known inn.

Begin by walking downstairs to the tavern's common room. Walk over to the counter, between the ale kegs and the massive stone hearth. Does someone speak to you? Take the time to chat with everyone in sight, and be patient. Often, a person with something important to say may prefer not to share it with you all at once.

Even in the mornings, the Frothing Slosh is a busy place. Who knows? One of this motley crowd of customers might just have some business for an enterprising young adventurer like yourself!



Getting Started

In your first glimpse of the rich and vast kingdom of Albareth, your character is standing in an upper-story guest chamber of Eralan's renowned Frothing Slosh Tavern. Eralan is Albareth's capital city; on the map in this manual, it is centrally situated in the westernmost part of the continent, just south of the Dark Forest and some leagues inland from the shore of the Great Sea. Albareth is a vast land of high mountains, great forests, sprawling plains and deserts, so your first few ventures out of the tavern should be devoted to wandering around in Eralan and making yourself comfortable with the game's commands and features.

Conversation

Many of the inhabitants of Albareth's towns and cities can offer you advice or assistance in your travels, and some may even send you on great quests of valor and fortune. To speak with a villager, select

the TALK symbol and a menu of conversation options will appear. It is the established custom in the Kingdom of Albareth to greet one's acquaintances with a cheery "Nice weather we're having!" or perhaps "I hope all is well with you." To hail a wayfarer in such a manner, choose the Chitchat option. Before long you will notice that such a casual greeting is likely to set the mood for the exchange of a word or two of friendly gossip, or even the imparting of vital knowledge. Question, the second choice on the menu, allows you to pose a specific question to your acquaintance. After selecting this option, the desired question must be chosen from a list of subjects that you currently "know about" in the game. You can always ask about Rumors, but the person you are talking to may or may not be able to answer your query meaningfully. The list of other subjects you may ask about in made up of important "key words" from prior conversations. Whenever a person mentions a matter of obvious weight, a soft bell will sound and that subject will be added to your character's list of "known" question topics.

Some people, depending on the situation, may have additional options in their conversation menus. Innkeepers, for example, have much more to offer than the standard fare of pleasantries. If you have the money to spend, they will give you a chance to replenish your provisions or check into their hostel for a good night's rest. When you ask for lodging at an inn, you get a password. The next time you boot up the game, you will begin play in that

same inn with all your possessions and "key words" intact by the password. It is usually a good idea to check into an inn at the end of a long journey, or after you've accomplished a difficult or dangerous task. During game play, you may revert to your last position where you get a password by selecting the Load game option. You should make a habit of chatting with everyone you meet in the cities and outposts of Albareth, king and knave alike. Subtle, but important, events in the game can be triggered by talking with some major figures, and vital key words may be lost by neglecting to save the game before ending a session of play.

All conversation and other game messages will appear in the message window. In a fictitious example of Times of Lore interaction, you might approach a serf's wife as she busily plows her field. Activating the TALK option, you select Start chitchat from the menu. Gesturing at the serf's wife, you say, "You're looking rather well today!" Looking you in the eyes, the serf's wife says, "Why thank you. Oh, and by the way, my husband's off fighting trolls somewhere." At this point a bell sounds, indicating that you now have a new "key word" to ask about. You select the Question option from the menu and you see that your question topics now include Rumors and Trolls. You pick Trolls. Looking at the serf's wife you say, "What do you know about trolls?" The serf's wife faces you and says, "My husband's spent a lot of time away from home of late. He claims the trolls have stolen a treasure beyond price, and he means to reclaim it!"

The bell gongs again. Your Question menu now includes Rumors and the new word Treasure, which you select. The word Trolls has been removed, since you now have all the information you need about the trolls. Looking at the serf's wife you say, "What do you know about treasure?" The serf's wife says, "Sorry, but I can't help you there. Would you like to come in for some nice warm turnip soup?" On the menu now are two more options, Reply yes and Reply no. Eager to get on with the treasure-hunting, you select the latter choice. Peering into the eyes of the serf's wife you reply, "No thanks." The serf's wife says, "Oh, well." You exit TALK mode and walk away.

Since the serf's wife was unable to elaborate on the subject of treasure, you must now seek out other likely sources of information. A visit to the tavern may be in order, or you might want to look around for villagers who can tell you more.

Combat

Depending on which character class you've chosen and how tough your opponent is, two or three solid hits will often be enough to dispatch your foe. In the beginning you'll do your fighting with a common hand weapon, but who's to say what a hardy adventurer might stumble across in these treacherous times? During the daylight hours in fortified towns and most of the more civilized villages, you will rarely encounter any of the wandering monsters that plague the countryside. Until you are certain of an approaching person's intent, stay your arms. Besides, attempting to take over cities by slaughtering the peasants is one sure way to be ostracized from society. When you venture out into the world, though, it's a different story. Creatures ranging from ordinary brigands to supernatural specters will confront you, turning a simple journey from one town to the next into a deadly challenge. Don't hesitate to attack—the monsters won't wait!

The following is a list of the characters you are likely to encounter in Albareth:

GUARD

The Guards in castles and larger cities are brawny sorts, armed to the teeth. You'll have no trouble with these mercenaries, as long as you stay on their good side.

PEASANT

Albareth's humble, cheerful Peasants are the lifeblood of the kingdom's towns and cities. Talk to everyone you meet—the common folk usually welcome the chance to share their folklore and companionship.

INNKEEPER

The Innkeepers of Albareth can be very accommodating, especially when you're in need of a stiff drink or a quick game-save.

ROGUE

Archers of lethal skill, these cloaked highwaymen are the nightmare of every tradesman and caraven leader. Beware, for in these troubled times many strong men have joined their ranks.

ORC

In the not-too-distant past, these unwashed, pig-visaged barbarians were seldom encountered outside their territories in the northers mountains, but in recent times, the hated Orcs have begun to invade Albareth's forests. They have since become the nightmare of every traveller and caraven scout.

SKELETON

The living Skeletons that haunt the land, viciously hurling their daggers at wayfarers, are said to be magically animated by malevolent wizards who seek to spread disorder and evil throughout the kingdom. Skeletons are formidable opponents in battle, for they feel neither pain nor mercy.

GHOST

Shades of evil men and monsters once slain in battle, Ghosts can be the most difficult to overcome of all dark creatures... they have more to prove!

SLIME

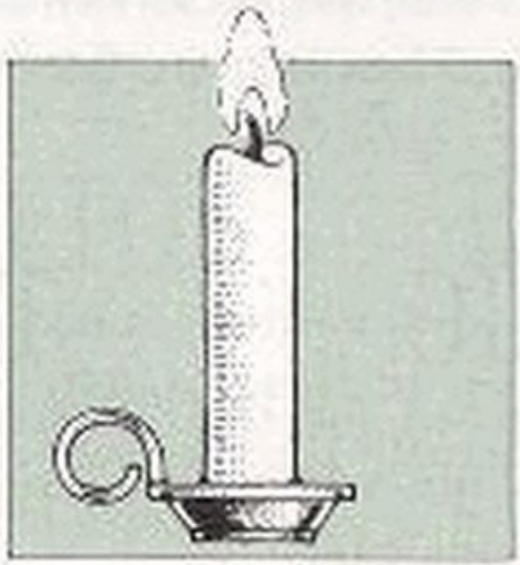
No one knows the origin of this hideous creature. Though unarmed, this creeping fungus can still pose a deadly threat to careless adventurers. A Slime creeps along dungeon walls toward its enemies, secreting a corrosive fluid that turns swords and daggers into tasty hors d'oeuvres. Then it gose after its main course.

CLERIC

The good Clerics of Albareth are renowned for their devotion to the preservation and sanctity of life, while the evil ones tend to attack first and ask for donations later.

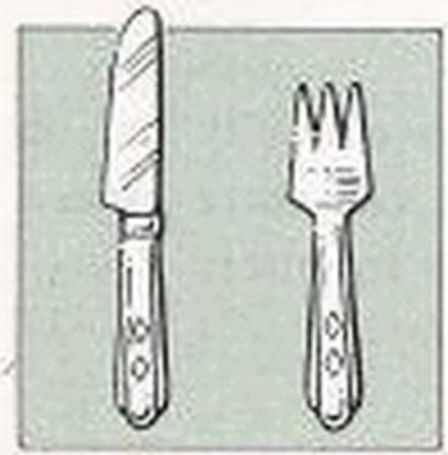
Survival

Be sure to keep an eye on the candle in the lower right part of your screen. The candle will burn down as you grow weak from battle wounds or lack of food. If the flame ever goes out, your character will die, and you will have to start over from your last saved position. Sleeping at an inn will restore your health. Standing still to rest in a safe place will also restore your strength, although it will be long in returning. Certain magical items can help as well. Don't be afraid to experiment with the effects of various potions.



CONDITION ICONS

This icon will be shown after the player has been moving around for a while and has become hungry and needs to eat.



This icon will be automatically shown if the player has some food after Icon. When this Icon is displayed, one food unit will be subtracted from what you are carrying.

After this icon is shown, this icon is shown if you don't have any food. When this icon is shown, you will start losing life points. You should go to the inn and get some food. You will then automatically eat and your health will return to normal.

This icon will be shown if you bump into a lock door that you cannot enter, you must get a key or an item to open the door. Some doors can be entered by getting permission from someone to enter.

This icon is displayed when you have successfully passed through a door that has been locked. You can enter locked doors if you have a key or have permission to enter.

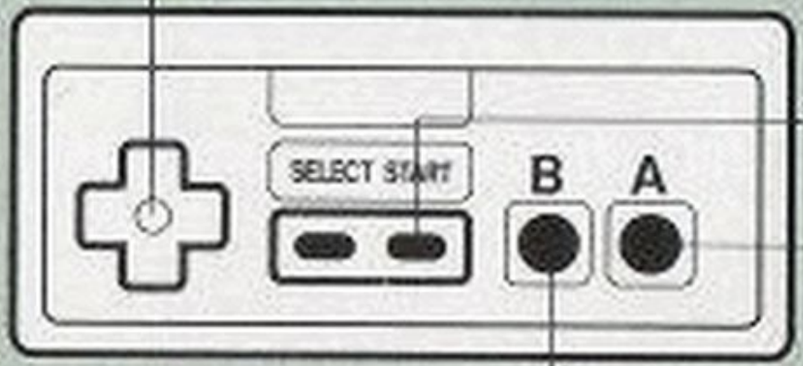
Treasure

Monsters sometimes carry assorted and sundry treasures, which they will readily give to you as long as you kill them first. Gold , food, magic potions, and scrolls may be found lying about in the bloody aftermath of a battle. A peculiar property of magical treasures is that only one scroll or potion of each kind can be carried at a time. This means that if you're carrying a blue potion, you won't run across any more blue potions until after you drink the one you've got. Some of these arcane items are very hard to come by, so you should always use discretion when employing their effects.

Getting Started

There are 2 modes that you can select "START NEW GAME" and "RETURN TO TIMES OF LORE", to start playing the game. If you are playing this game for the first time, choose the "START NEW GAME". The computer will then ask you about the role you are about to play in the game. You will be asked to choose either a Knight, Valkyrie (Warrior-maid) or a Barbarian.
(All characteristics, strength, etc., are all equal.)
If you choose the "RETURN TO TIMES OF LORE", you will be transferred to the password screen. (See p.22)

Controller Operation



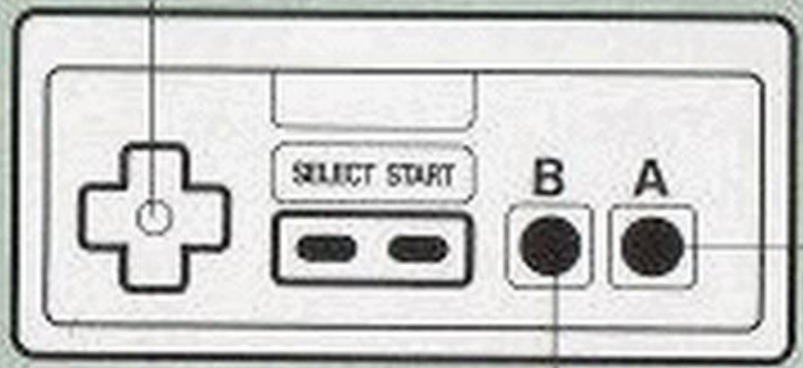
moves your character

pauses the game

attack

access the command icons

When you access the command icons...



moves cursor

executes the selected command
continues messages

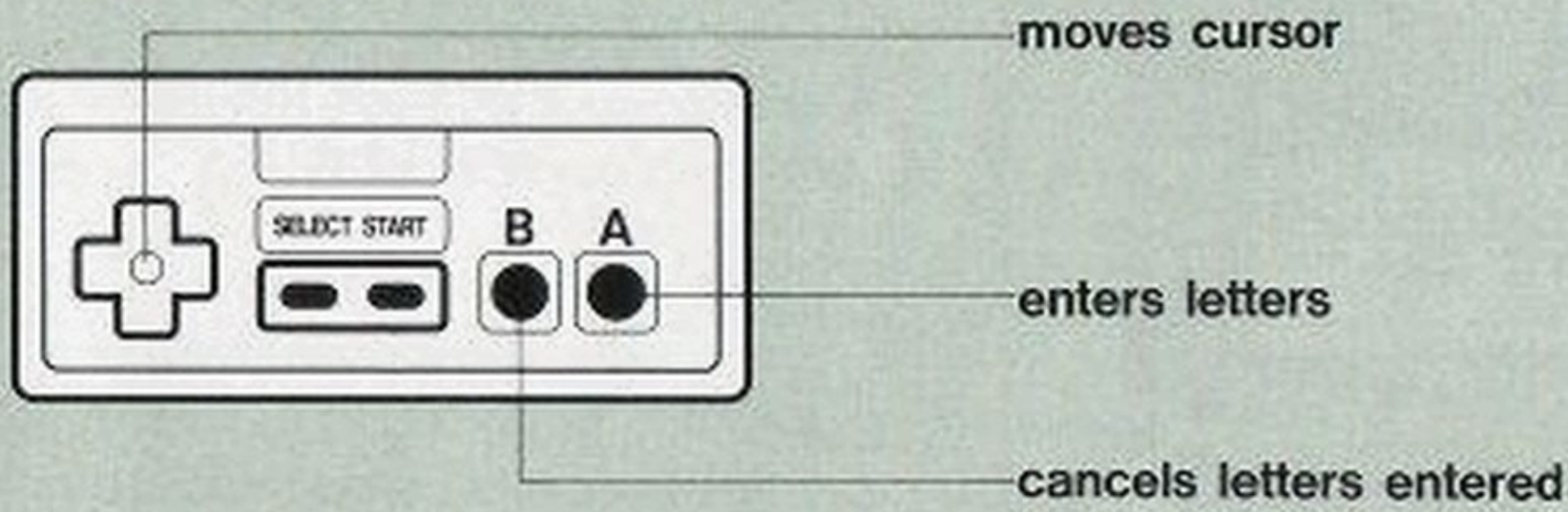
erases the command icon

Recording and Entering the Password

Recording ·····Speak to the Innkeeper (select) and select "Lodging". The password will be displayed.

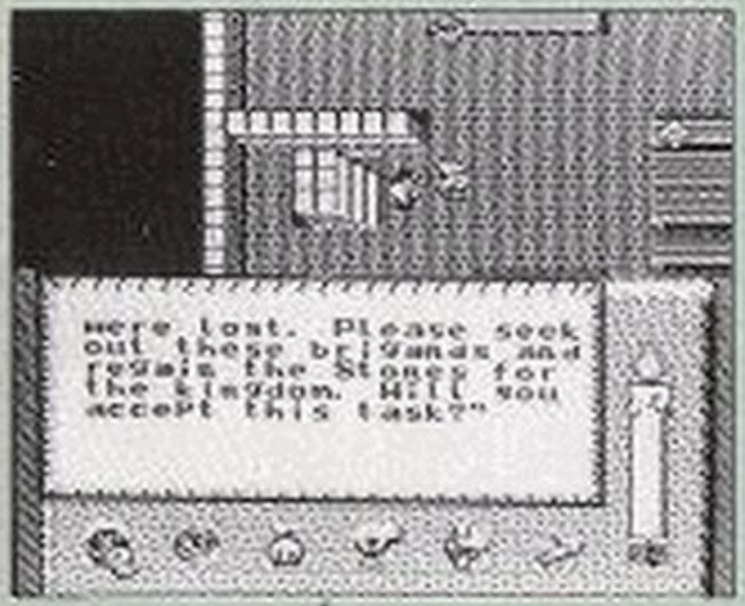
Entering ·····Choose the mode "RETURN TO TIMES OF LORE" on the title screen at the beginning of the game.
You can also switch to the password screen while playing the game. Press the Start Button when the command icon is on the screen and you will be transferred to the Option menu. Choose the "Load Game" option on the menu.

Controls when entering the password



After you have finished entering your password, move the cursor to "END" and press the Button A.

Icons



Mouth : Speak, ask

Bag : Displays the items you have

Eye : Look at items (describes item)

Grabbing : Picks up items (describes items found)

Giving : Gives items

Holding : Uses items

Option Menu and Items

Option Menu

Score	: Displays score
Load Game	: Enters the password
Music	: Toggles music on and off

Items

Red Scroll	: Destroys all enemies within screen
Blue Scroll	: Freezes enemies
Green Scroll	: Transports you to the village of your choice (up to 3 times)
Red Potion	: Allows you to float and travel at high speeds
Blue Potion	: Partially restores HP
Green Potion	: Fully restores HP

Boots	: Allows you to walk great distances
Dagger	: Allows you to attack by throwing it
Axe	: Allows you to attack by throwing it and returns to you

Leaving Home

For now, try taking the stairs down to the taven's common room. Walk over to the counter, between the barkeep's ale kegs and the massive stone fireplace. Is someone talking to you? Take the time to chat with everyone in sight, and be patient. Often, a person who has something interesting to say may prefer not to share it all with you at once. Even in the mornings the Frothing Slosh is a busy place, and who knows? One of the motley crowd of customers might just have some business for a young and enterprising adventurer such an yourself!

90-Day Limited Warranty TOHO Game Paks

90-Day Limited Warranty:

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To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the TOHO Consumer Service Department of the problem requiring warranty service by calling: **(213)277 1081**. Our Consumer Service Department is in operation from 10:00 A.M. to 5:00 P.M. Western Time, Monday through Friday.
3. If the TOHO service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packing of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:
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   2049 Century Park East, Los Angeles, CA 90067.

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Compliance with FCC Regulations

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- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:
How to Identify and Resolve Radio-TV interference problems. This booklet is available from the U.S. Government Printing Office, Washing-ton, D.C. 20402, stock No. 004-000-00345-4.

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GAME BOY

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